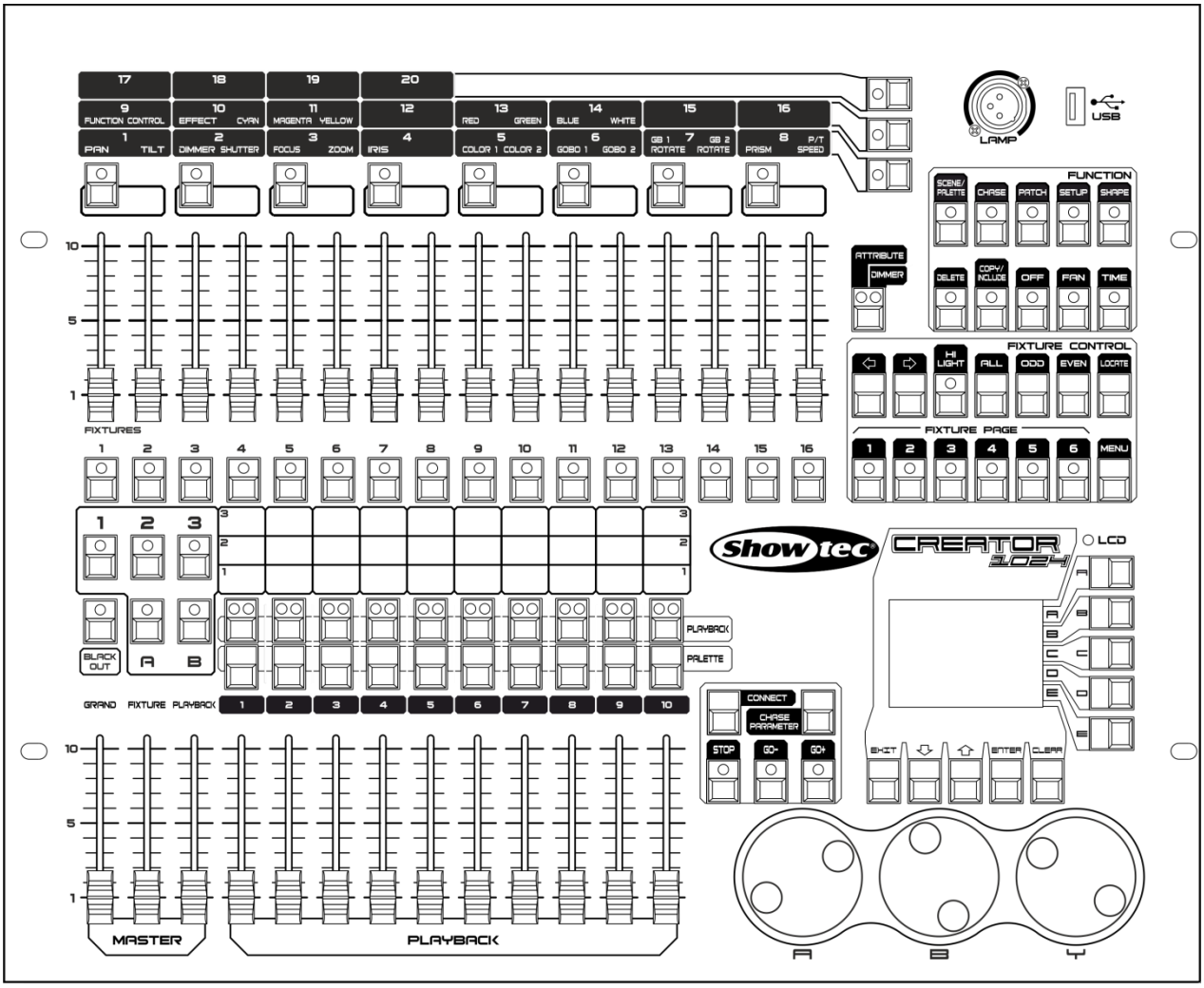
MANUAL



ENGLISH

Creator 1024

Ordercode: 50730

Table of contents

1. Overview 3
1.1 Specifications 3
2. Installation 4
2.1 Unpack 4
2.2 Safety instructions 4
3 Operation 8
3.1 Front Panel 8
3.2 Fixture area 9
3.3 Playback area 9
3.4 Attribute area 10
3.5 Playback control area 10
3.6 Function area 10
3.7 Fixture control area 10
3.8 LCD area 11
3.9 Wheel area 11
3.10 Glossaries 11
4 Patch 12
4.1 Create 12
4.1.1 Patch dimmer 12
4.1.2 Patch moving light fixtures 12
4.1.3 View the patching 12
4.2 Edit 12
4.2.1 Changing the DMX address 12
4.2.2 Deleting a patched fixture 12
4.2.3 Patch Utilities 13
5 Controlling fixtures 14
5.1 Select fixtures 14
Select a single fixture 14
Select a range of fixtures 14
Stepping through selected fixtures one at a time 14
Activate previously selected fixtures 14
Select fixtures at odd positions 14
Select fixtures at even positions 14
5.2 Modify an attribute value 14
5.3 Advanced options 14
Locate fixtures 14
Align fixtures 14
Align attributes 14

5.4 Fan mode 15
5.5 Clear the Programmer 15
Clear the Programmer 15
Clear a certain fixture of a certain attribute from the Programmer 15

6 Shapes 15
6.1 Select a shape 15
6.2 Edit a shape 16
6.3 Delete a shape 16
7 Scene 17
7.1 Create 17
7.2 Include 17
7.3 Copy 17
7.4 Delete 17
7.5 Time 18
7.6 Run scenes 18
8 Chase 19
8.1 Create 19
8.2 Delete a step 19
8.3 Step time 19
8.4 Include steps 19
8.5 Global Time 19
8.6 Delete a scene 19
8.7 Copy a scene 20
8.8 Run chase 20
8.9 Connect 20
9 Setup 20
9.1 Manage USB memory 20
9.2 Wipe data 20
9.3 Select Language 20
9.4 Manager library 20
10 Personality Builder 21
10.1 Interface of Personality Builder 21
10.2 How to create a new Personality (Library) 21
11 Maintenance 22
12 Troubleshooting 22
12.1 No Light 22
12.2 No Response to DMX 22

1. Overview

Showtec Creator 1024 DMX controller can control up to 96 fixtures. It is compatible with the library in Avolite Pearl R20 format and featured with built-in shape effects of pan/tilt circle, RGB rainbow, beam dimming wave, etc. 10 scenes and 5 built-in shapes can be output simultaneously. Sliders can be used to output scenes and adjust the intensity of the dimmer channels in the scenes.

1.1 Specifications

DMX channel	1024
Fixture	96
Channels for each fixture	40 primary + 40 fine tune
Library	Avolite Pearl R20 library supported
Re-patched Fixture address	Yes
Swop Pan/Tilt	Yes
Reversed channel output	Yes
Channel slope modification	Yes
Scene	60
Scenes to run simultaneously	10
Scene step	600
Time control of scenes	Fade in/out, LTP slope
Shapes for each scene	5
Scene and dimmer by slider	Yes
Interlocked scene	Yes
Button controlled scene	Yes
Shape generator	Shapes of Dimmer, Pan/Tilt, RGB, CMY, Color, Gobo, Iris and Focus
Shapes to run simultaneously	5
Master slider	Global, playback, fixture
Real time blackout	Yes
Channel value by wheel	Yes
Channel value by slider	Yes
Dimmer by slider	Yes
USB Memory	FAT32 supported

2. Installation

FOR YOUR OWN SAFETY, PLEASE READ THIS USER MANUAL CAREFULLY BEFORE YOUR INITIAL START-UP!

2.1 Unpack

Immediately upon receiving this product, carefully unpack the carton and check the contents to ensure that all parts are present, and have been received in good condition. Notify the dealer immediately and retain packing material for inspection if any parts appear damaged from shipping or the carton itself shows signs of mishandling. Save the carton and all packing materials. In the event that a fixture must be returned to the factory, it is important that the fixture be returned in the original factory box and packing.

Your shipment includes:
- Creator 1024
- Power cable
- User manual

Optional Accessories

- Goose-neck lamp (ordercode: 60722)

2.2 Safety instructions

CAUTION!
Keep this device away from rain and moisture!
Unplug mains lead before opening the housing!

Every person involved with the installation, operation and maintenance of this device has to:
- be qualified
- follow the instructions of this manual

CAUTION! Be careful with your operations.
With a dangerous voltage you can suffer
a dangerous electric shock when touching the wires!

Before your initial start-up, please make sure that there is no damage caused by transportation. Should there be any, consult your dealer and do not use the device.

To maintain perfect condition and to ensure a safe operation, it is absolutely necessary for the user to follow the safety instructions and warning notes written in this manual.

Please consider that damages caused by manual modifications to the device are not subject to warranty.

This device contains no user-serviceable parts. Refer servicing to qualified technicians only.

IMPORTANT:

The manufacturer will not accept liability for any resulting damages caused by the non-observance of this manual or any unauthorized modification to the device.

- Never let the power-cord come into contact with other cables! Handle the power-cord and all connections with the mains with particular caution!
- Never remove warning or informative labels from the unit.
- Do not open the device and do not modify the device.
- Never use anything to cover the ground contact.
- Never leave any cables lying around.
- Do not insert objects into air vents.
- Do not connect this device to a dimmerpack.
- Do not switch the device on and off in short intervals, as this would reduce the device's life.
- Do not shake the device. Avoid brute force when installing or operating the device. Never use the device during thunderstorms, unplug the device immediately.
- Only use device indoor, avoid contact with water or other liquids.
- Do not touch the device's housing bare-handed during its operation (housing becomes hot).
- Only operate the device after having familiarized with its functions.
- Avoid flames and do not put close to flammable liquids or gases.
- Always keep case closed while operating.
- Always allow free air space of at least 50 cm around the unit for ventilation.
- Always disconnect power from the mains, when device is not used or before cleaning! Only handle the power-cord by the plug. Never pull out the plug by tugging the power-cord.
- Make sure that the device is not exposed to extreme heat, moisture or dust.
- Make sure that the available voltage is not higher than stated on the rear panel.
- Make sure that the power-cord is never crimped or damaged. Check the device and the power-cord from time to time.
- If the external cable is damaged, it has to be replaced by a qualified technician.
- If the glass is obviously damaged, it has to be replaced. So that its functions are not impaired, due to cracks or deep scratches.
- If device is dropped or struck, disconnect mains power supply immediately. Have a qualified engineer inspect for safety before operating.
- If the device has been exposed to drastic temperature fluctuation (e.g. after transportation), do not switch it on immediately. The arising condensation water might damage your device. Leave the device switched off until it has reached room temperature.
- If your Showtec device fails to work properly, discontinue use immediately. Pack the unit securely (preferably in the original packing material), and return it to your Showtec dealer for service.
- For adult use only. Lighteffect must be installed out of the reach of children. Never leave the unit running unattended.
- For replacement use fuses of same type and rating only.
- Allow time to cool down, before replacing lamp.
- The user is responsible for correct positioning and operating of the Creator 1024. The manufacturer will not accept liability for damages caused by the misuse or incorrect installation of this device.
- This device falls under protection class I. Therefore it is essential to connect the yellow/green conductor to earth.
- During the initial start-up some smoke or smell may arise. This is a normal process and does not necessarily mean that the device is defective.
- Repairs, servicing and electric connection must be carried out by a qualified technician.
- WARRANTY: Till one year after date of purchase.

Operating Determinations

- This device is not designed for permanent operation. Consistent operation breaks will ensure that the device will serve you for a long time without defects.
- The maximum ambient temperature ta = 45°C must never be exceeded.
- The relative humidity must not exceed 50 % with an ambient temperature of 45° C.
- If this device is operated in any other way, than the one described in this manual, the product may suffer damages and the warranty becomes void.
- Any other operation may lead to dangers like short-circuit, burns, electric shock, crash etc.

You endanger your own safety and the safety of others!

Improper installation can cause serious damage to people and property !

Connection with the mains

Connect the device to the mains with the power-plug.
Always pay attention, that the right color cable is connected to the right place.

International	EU Cable	UK Cable	US Cable	Pin
L	BROWN	RED	YELLOW/COPPER	FASE
N	BLUE	BLACK	SILVER	NUL
⏚	YELLOW/GREEN	GREEN	GREEN	EARTH

Make sure that the device is always connected properly to the earth!

Improper installation can cause serious damage to people and property!

Return Procedure

Returned merchandise must be sent prepaid and in the original packing, call tags will not be issued. Package must be clearly labeled with a Return Authorization Number (RMA number). Products returned without an RMA number will be refused. Highlite will not accept the returned goods or any responsibility. Call Highlite 0031-455667723 or mail aftersales@highlite.nl and request an RMA prior to shipping the fixture. Be prepared to provide the model number, serial number and a brief description of the cause for the return. Be sure to properly pack fixture, any shipping damage resulting from inadequate packaging is the customer's responsibility. Highlite reserves the right to use its own discretion to repair or replace product(s). As a suggestion, proper UPS packing or double-boxing is always a safe method to use.

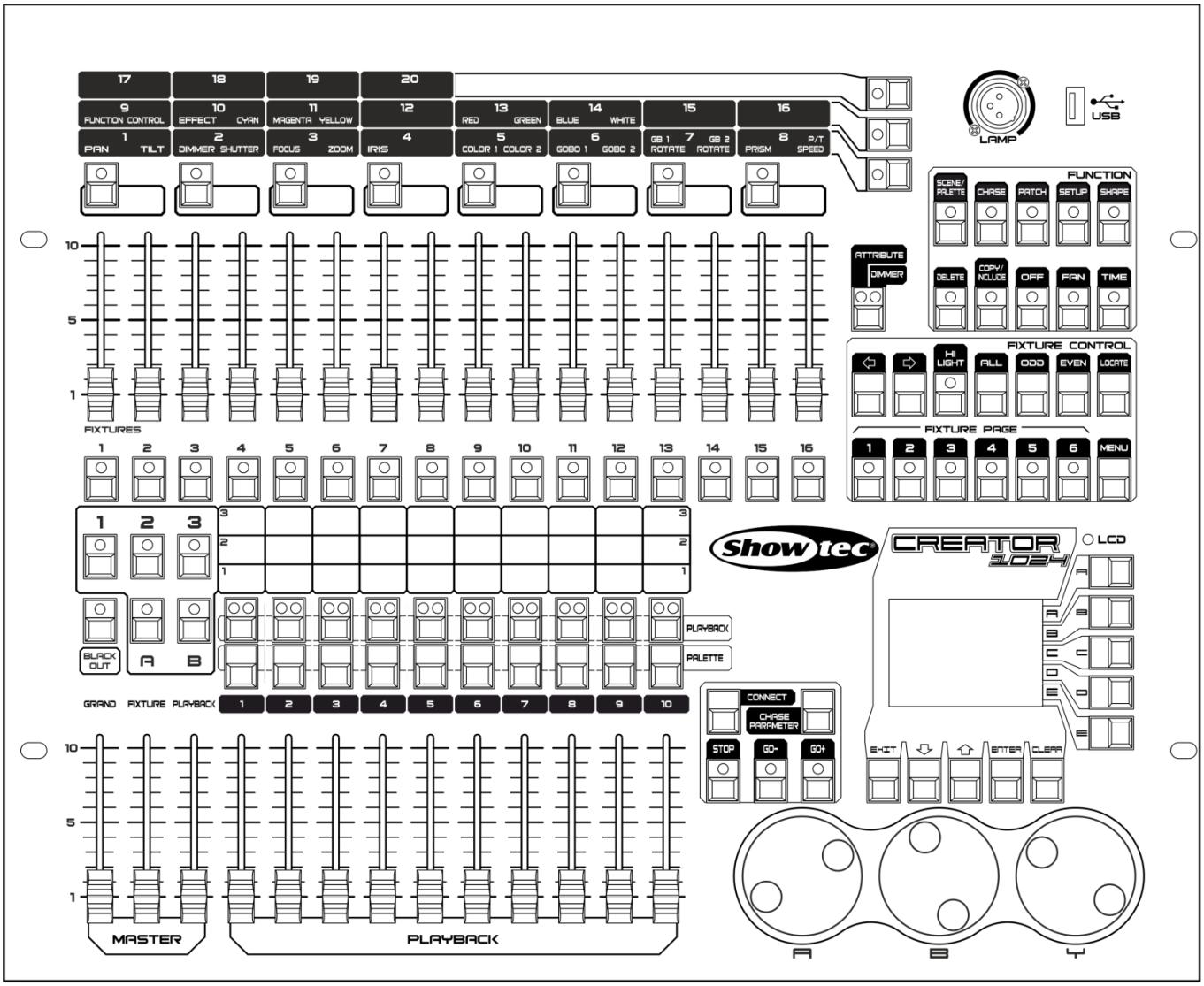
Note: If you are given an RMA number, please include the following information on a piece of paper inside the box:
1) Your name
2) Your address
3) Your phone number
4) A brief description of the symptoms

Claims

The client has the obligation to check the delivered goods immediately upon delivery for any short-comings and/or visible defects, or perform this check after our announcement that the goods are at their disposal. Damage incurred in shipping is the responsibility of the shipper; therefore the damage must be reported to the carrier upon receipt of merchandise.
It is the customer's responsibility to notify and submit claims with the shipper in the event that a fixture is damaged due to shipping. Transportation damage has to be reported to us within one day after receipt of the delivery.
Any return shipment has to be made post-paid at all times. Return shipments must be accompanied with a letter defining the reason for return shipment. Non-prepaid return shipments will be refused, unless otherwise agreed in writing.
Complaints against us must be made known in writing or by fax within 10 working days after receipt of the invoice. After this period complaints will not be handled anymore.
Complaints will only then be considered if the client has so far complied with all parts of the agreement, regardless of the agreement of which the obligation is resulting.

3 Operation

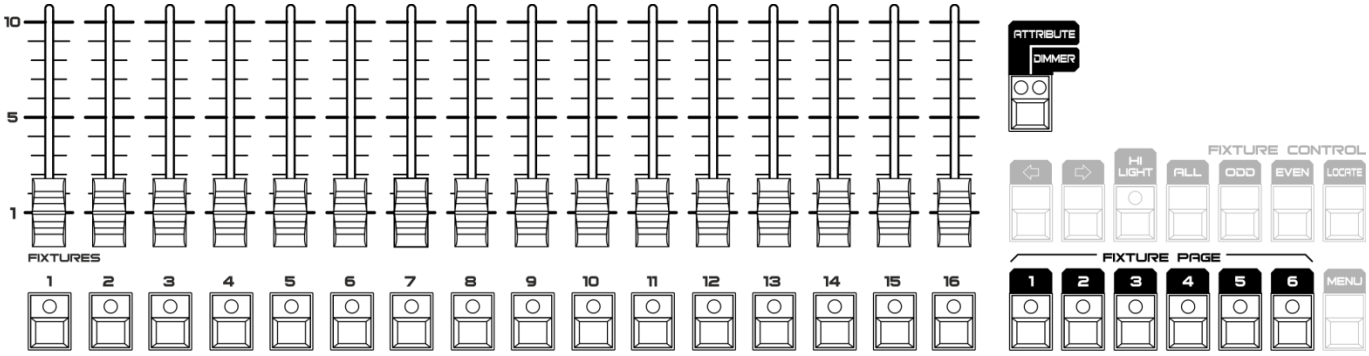
3.1 Front Panel



The front panel consists of several areas:

3.2 Fixture area

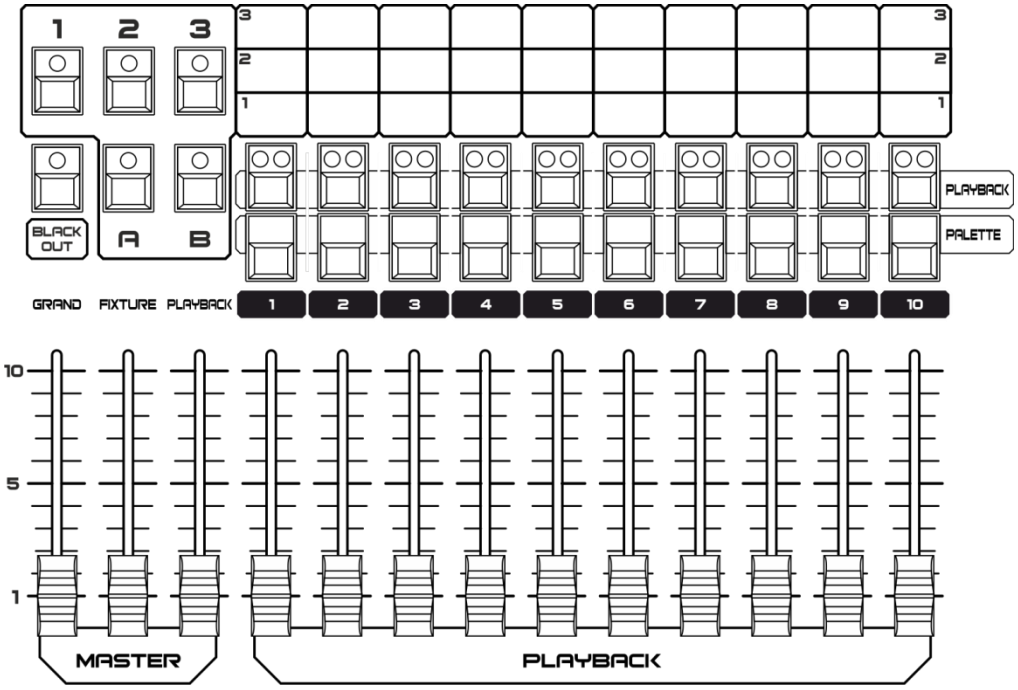
including 16 <Fixture> buttons, 16 sliders and 6 <Page> buttons.



There are 6 pages of fixtures supporting up to 96 fixtures. The <Attribute/Dimmer> button with 2 LED indicators can be used to switch the functions of the 16 sliders. When <Attribute> is activated, the sliders are used to adjust the value of attribute which above the sliders; When <Dimmer> is activated, the sliders are to adjust the intensity of fixtures.

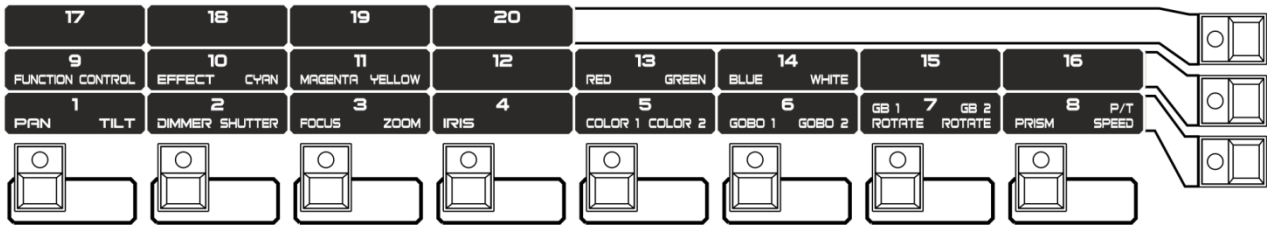
3.3 Playback area

Including 10 <Swop> buttons, 10 <Flash> buttons, 10 playback sliders, 3 <Page> buttons and 1 <Blackout> button



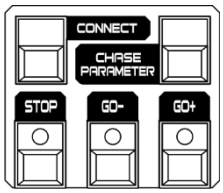
3.4 Attribute area

Including 8 <Attributes> buttons and 3 <Attribute Banks> buttons. Each < Attributes> button carries two attributes, respectively controlled by <Wheel A> and <Wheel B>. When <Attribute/Dimmer> button is switched at <Attribute> side, the sliders in the fixture area can be used to control the corresponding attributes.



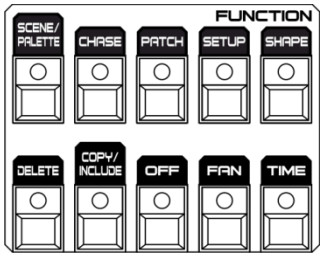
3.5 Playback control area

Including 5 playback control buttons: <Connect>, <Stop>, <Go->, <Go+> and <Chase Parameters>.



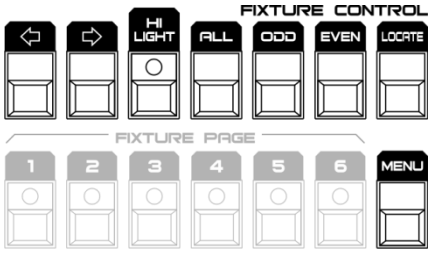
3.6 Function area

Operations about scene storage and copy or fixture patch can be implemented in this area. The LED indicators on these buttons are to show the status of the buttons.



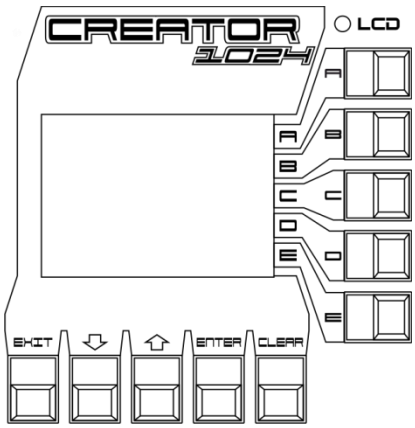
3.7 Fixture control area

including buttons of <Previous>, <Next>, <HiLight>, <All>, <Odd>, <Even>, <Locate> and <Menu>, which are functions to control the fixtures.



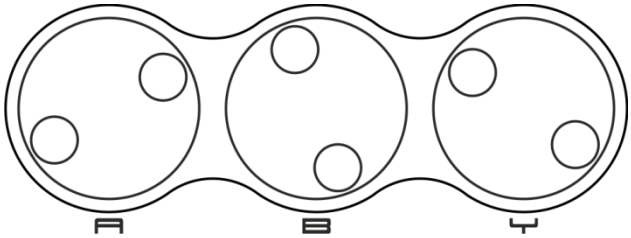
3.8 LCD area

The LCD is to display the menu, implement the menu operations and clear the Programmer.



3.9 Wheel area

<Wheel A> and <Wheel B> are to control the attributes and chase time. <Wheel Value> is to adjust the value in the display.



3.10 Glossaries

- Scene: The data of a stage Scene that are saved in a playback.
- Chase: The data of a series of fixture performance that are saved in a playback.
- HTP: The type of the channels with the highest output (highest takes precedence), normally for dimmer channels.
- LTP: The type of the channels with the latest output (latest takes precedence), for non-dimmer channels.
- Fade in: The intensity of the light changes from dark to bright.
- Fade out: The intensity of the light changes from bright to dark.
- Record by fixture: This is the normal mode of the Creator 1024. It means that when you record a cue, all attributes of every fixture that you have changed are recorded in the cue. So if you change only the position of a fixture, the color, gobo, intensity and all other attributes of that fixture are recorded as wall. This is useful because you know that when you recall the cue, it will look exactly as it did when you saved it. However, it can be slightly inflexible if you want to combine cues.
- Record by channel: This means that only attributes you have changed are recorded in the cue. So if you change the position of a fixture, only the position is recorded. When you recall the cue, the color, gobo etc will remain as they were last set. This means you can use a cue to change the position of some fixtures while leaving the color set from a previous cue, allowing more variety when you are running a show. It is a powerful feature but you can easily get yourself into trouble with it, so you need to be sure which attributes you need to record and which you want to "show through". When you're learning, it's best to have some cues "recorded by fixture" which turn on the fixtures in a known state, then have some color cues to modify just the color, or some gobo cues to set the gobo, or other attributes.

4 Patch

4.1 Create

4.1.1 Patch dimmer

1) Press and hold <Patch>, then, press <A>[Patch Dimmer].
2) An address will be displayed at Line 2 on the screen for patching. Roll <Wheel Value> to change the address; Press <D>[Auto calculate Addr.] to automatically achieve a suitable address.
3) To patch a single dimmer, press a handle Fixture button. To patch a range of dimmers, hold down the Fixture button for the first dimmer in the range, then press the last Fixture button in the range. The range of dimmers will be patched to sequential DMX addresses.
4) To patch another dimmer to the same handle, enter the new DMX channel and press the Swop button again

4.1.2 Patch moving light fixtures

1) Press and hold <Patch>, then, press <B> [Patch Fixtures].
2) Select a library from the controller or from a USB memory.
3) Press <Up> or <Down> to browse into the library; Press the soft key to select. When a library in USB memory is selected, the library will be added or updated into the controller.
4) An address code will be displayed at Line 2 on the screen for patching. Roll <Wheel Value> to change the address code; Press <D>[Auto calculate Addr.] to automatically achieve a suitable address code..
5) Press a desired <Fixture> button to patch an intelligent fixture. You can patch a range of fixtures by holding down the first and last Fixture buttons of the range, the same as for dimmers. Unlike dimmers, you cannot patch more than one fixture onto a fixture button. If the fixture button is already used, the patch will fail. Use a different fixture button or delete the fixture already on the fixture button if you don't want it any more.

4.1.3 View the patching

Press <E>[Patch Information] to view the patching info.

4.2 Edit

4.2.1 Changing the DMX address

You can re-patch a fixture to a different DMX address or a different DMX output line. All programming is kept.

1) If not in the Patch menu, press <Patch> to enter.
2) Press <C> [Re-patch Fixture].
3) An address will be displayed at Line 2 on the screen for patching. Roll <Wheel Value> to change the address.
4) Once the address code is set, press a desired <Fixture> button to patch.
5) Press <Enter> to confirm.

4.2.2 Deleting a patched fixture

1) If not in the Patch menu, press <Patch> to enter.
2) Press <Delete> to enter the Delete Patch menu.
3) Press a <Fixture> button to select a desired fixture or roll <Wheel Value> to select the desired address of the fixture, then, press <Enter> to confirm the deletion.

4.2.3 Patch Utilities

Invert

Allows you to invert an attribute of a fixture, so when you set zero the output will be full. You cannot invert some attributes.

1) If not in the Patch menu, press <Patch> to enter.
2) Press <D>[Patch Utilities]. Then, press <B>[Set Invert].
3) Select fixture and select attribute, then, press <C> or <D> to modify.

Set/Reset Instant mode

When the fades LTP (movement) channels between two memories, the LTP values normally change smoothly. You can set Instant mode to make the channel snap instantly to the new value.

1) If not in the Patch menu, press <Patch> to enter.
2) Press <D>[Patch Utilities]. Then, press <C> [Set Instant Mode].
3) Select fixture and select attribute, then, press <C> or <D> to modify.

Swap pan and tilt

If you have some fixtures mounted sideways, it can be useful to swap the pan and tilt channels over.

1) If not in the Patch menu, press <Patch> to enter.
2) Press <D>[Patch Utilities]. Then, press <D> [Swop P/T].
3) Press <Up> or <Down> to view the Pan/Tilt swop info. Press the soft key to modify.

5 Controlling fixtures

5.1 Select fixtures

- **Select a single fixture**:
  Press the handle Fixture buttons for the fixtures you want. The LED in the Fixture button comes on for selected fixtures

- **Select a range of fixtures**:
  To select a range of fixtures, hold down the Fixture button for the first fixture then press the Swop button for the last fixture.

- **Stepping through selected fixtures one at a time**:
  If you have selected a range of fixtures, our console has functions to step through the selected fixtures one at a time. This can make it easier to program a range of fixtures because you don't have to select each one manually. Pressing <←> or <→> in "Fixture control area", it will select the fixtures in the range one at a time. If <HiLight> button is activated, The selected fixture from the range will light up, and the other fixtures will go out.

- **Activate previously selected fixtures**:
  To activate all the previously selected fixtures, press <All> in "Fixture control area".

- **Select fixtures at odd positions**:
  Press <Odd>, the fixtures at odd positions of the selected fixtures will keep selected, but, those at even positions will be de-selected. This is related to the order that you selected the fixtures before pressing <Odd>.

- **Select fixtures at even positions**:
  Press <Even>, the fixtures at even positions of the selected fixtures will keep selected, but, those at odd positions will be de-selected. This is related to the order that you selected the fixtures before pressing <Even>.

5.2 Modify an attribute value

1) Select a fixture.
2) Select an attribute. Then, use <Wheel A> and <Wheel B> to adjust the value. Or, switch to Attribute mode to adjust the attribute value by sliders.
3) To see the output values, press <Output>.

5.3 Advanced options

- **Locate fixtures**:
  Select fixtures; Press <Locate> in "Fixture control area" to locate the fixtures. Fixture locating is provided in the fixture library.

- **Align fixtures**:
  Select fixtures; Press <ML> in "Fixture control area" then <A>, all the attribute values of all the selected fixtures will be aligned to the first fixture.

- **Align attributes**:
  Select fixtures and select attributes; Press <ML> in "Fixture control area" then <B>, the currently selected attribute values of all the selected fixtures will be aligned to the values of the first fixture.

5.4 Fan mode

Fan mode automatically spreads out the values on a selected range of fixtures. If used on pan and tilt, the result is spreading out "rays" of light beams. The first and last fixtures of the range are affected most, and the central fixtures are affected least. The amount of fan can be set using the wheels. As with shapes, the order in which you select the fixtures sets how the fan effect works. The fixtures you select first and last will be the ones which change most. If you use a group to select the fixtures, the order is that in which the fixtures in the group were selected when it was created. The fan effect, while normally used on pan or tilt attributes, can be applied to any attribute.

1) Select fixtures;
2) Select attributes;
3) Press <Fan> in "Function area" (indicator on);
4) Set the amount of fan using the wheels;
5) Press <Fan> in "Function area" (indicator off) again to close the fan shape mode when you've finished.

5.5 Clear the Programmer

- **Clear the Programmer**:
  Press <Clear> in the menu area.

- **Clear a certain fixture of a certain attribute from the Programmer**:
  Select a desired fixture. Press <Off> in the function area then <B>[OFF Selected Fixtures] to delete the fixture from the Programmer; or, press <OFF> then <C>/<D> to delete the attributes of the fixture from the Programmer.

6 Shapes

A shape is simply a sequence of values which can be applied to any attribute of a fixture. A "circle" shape, for example, applied to the pan and tilt attributes, would cause the fixture to move its beam around in a circular pattern. You can set the centre point of the circle, the size of the circle and the speed of the circle movement.
In addition to beam position shapes, there are a large number of other shapes available in this console. The shapes are defined for a particular attribute such as colour, dimmer, focus and so on. Some shapes will not work with some fixtures; focus shapes, for example, can produce nice "focus pull" effects on fixtures which have DMX focusing, but will do nothing on fixtures which don't have focusing.
When you use a shape with more than one fixture, you can choose to either apply the shape identically to all the fixtures, or offset them so that the shape runs along the fixtures creating "wave" or "ballyhoo" type effects. This is called the spread of the shape.
In the Creator 1024, 5 shapes can be run simultaneously, but, only 1 shape is editable.

6.1 Select a shape

1) Select fixtures;
2) Press <Shape> in "Function area";
3) Press <A> [Playback a shape];
4) Press <Up> or <Down> to select a shape type and confirm with a soft key;
5) Press <Up> or <Down> to select a shape and confirm with a soft key.

6.2 Edit a shape

1) Press <Shape> in “Function area”;
2) Press <B> [Edit a shape];
3) Highlight the shape that you want to edit with a soft key; then, press <Exit> to exit this menu;
4) Press <C> [Shape Parameters];
5) Highlight the parameter that you want to modify with a soft key; then, change the value with <Wheel Value>.
   - Size: The amplitude.
   - Speed: The running speed of the shape.
   - Repeat: Repeats pattern after repeat number of fixtures.
   - Spread: How the instruments are spread across the pattern, 0=even spread.

6.3 Delete a shape

1) Press <Shape> in “Function area”;
2) Press <Delete> in “Function area”;
3) Highlight the shape that you want to delete;
4) Press <Enter> to confirm.

7 Scene

There are many functions in the controller to create a complicated lighting effect; and, the most fundamental part is a scene, in which you can store a "look" you have created using your light.
There are 60 playbacks on 5 pages, each page with 12, which can be used to store scenes and chases.
In Running Mode, the sliders and the <Playback> buttons are used to control playbacks; In Programming Mode, the buttons in the <Playback> area are for editing.

7.1 Create

1) Clear the programmer, then program the fixtures.
2) Edit a stage effect the fixtures; built-in shapes can be added. A scene can record five shapes. Only those fixtures that have been edited can be included in the Programmer;
3) Press <Scene>. At this time, the LED indicators of the <Swop> buttons without any scene stored will keep flashing; those with a scene will keep always on; and, those with a chase will be off;
4) Press <C> to select store by channel or store by fixture. Press <B>, if necessary, to highlight [Stage];
   - Record by fixture: All the channel data of all the fixtures that have been edited and selected will be stored.
   - Record by channel: Only the data of the channels that have been edited will be stored.
5) Select a mode. (See Section 6.5).
6) Press an empty <Swop> button to store. If you press a <Swop> button with a single step scene already stored, then, if will be overwritten by pressing <Enter>.

7.2 Include

1) Press <Copy>;
2) Press a desired <Swop> button to include a scene;
3) Press <Enter> to confirm.

7.3 Copy

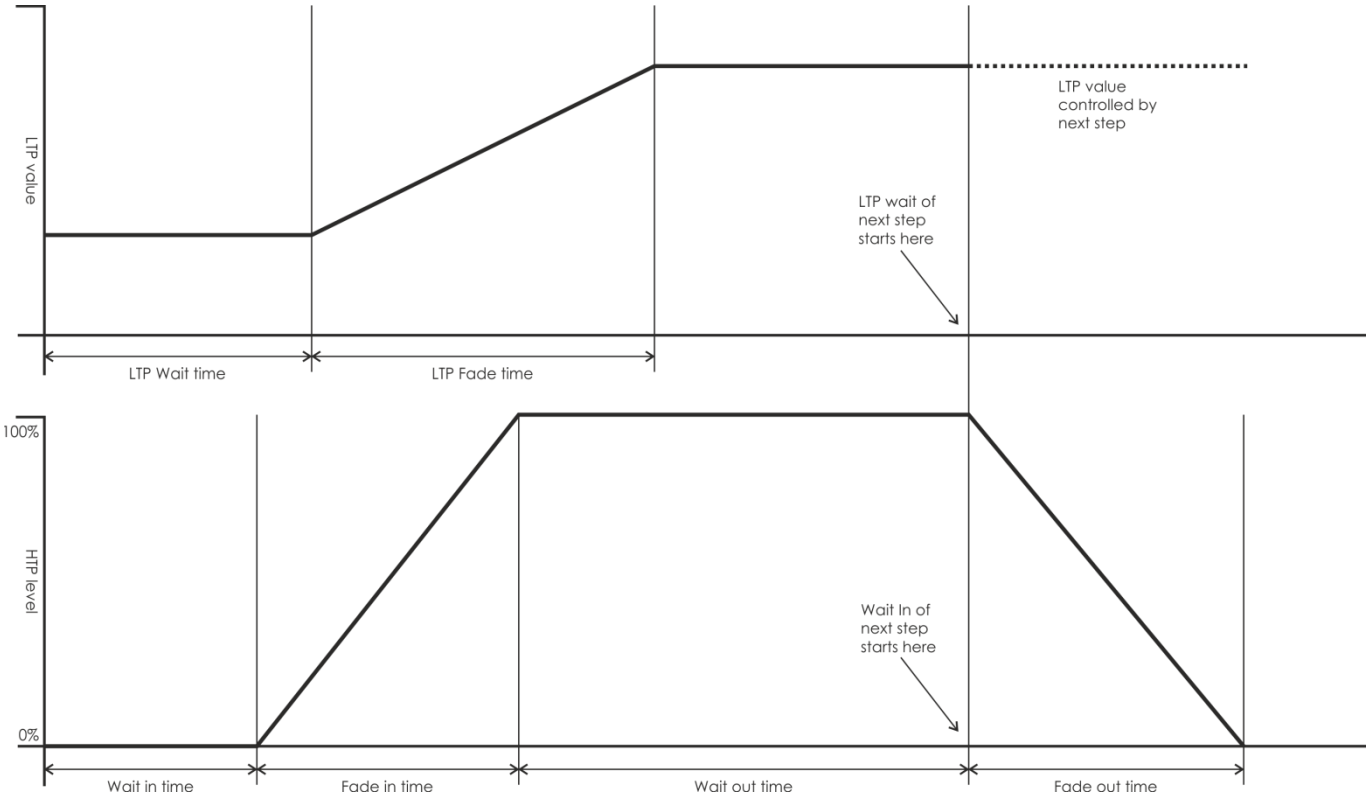
1) Press <Copy>, then, press a <Swop> button that stores a scene;
2) Press an empty <Swop> button to copy.

7.4 Delete

1) Press <Delete> to enter the Delete menu;
2) Press a desired <Swop> button to delete; press it again to confirm.

7.5 Time

Press <Time>, then, press a desired <Playback> button for editing. You can set a fade in and fade out time independently for every memory. The playback fades only affect HTP (intensity) channels. There is a separate LTP timer which allows you to set movement times. LTP channels which were set to "I" during Patching ignore LTP fade times. The effect of the times is shown in the following picture.



The times you enter are also affected by the scene mode:

- Mode 0 – No timing information is used. The HTP channels faded with the 0-100% position with playback faders.
- Mode 1 –Channels fade as set by the HTP and LTP fade times (except Instant LTP channels). If you enter times for a Mode 0 memory, it will automatically change to Mode 1. If HTP times are set to zero, the HTP levels will fade with the fader
- Mode 2 –HTP channels fade as set by the HTP times, or with the fader if times are set to zero. LTP channels are controlled by the fader position (except Instant channels). Set the LTP fade time to 0 to use this mode.

7.6 Run scenes

Set the live mode as the running mode; Raise fader, the corresponding scene on the current page will be output. Press a <Playback> button, the selected scene will be output while the other playbacks will be closed. The running scenes will be highlighted in the LCD, "S" is scene, "C" is Chase.

8 Chase

A sequence of one or more pre recorded steps programmed using the CHASE button. It can be replayed automatically if desired. Sometimes known as SEQUENCE, STACK or Linked Cues. The chase can include 600 steps in this console.

8.1 Create

1) Press <Chase>. In the Playback area, the LED indicators of the <Swop> buttons without any scene stored will keep flashing; those with a chase will keep always on; and, those with a scene will be off;
2) Press a desired <Chase> button to enter the chase menu. At this time, the LCD will show the current page number and the total step number of the multi-step scene; Press <Up> or <Down> to turn the pages;
3) After editing the stage effects, press <C> [Record] to enter the record menu;
4) Press <B>/<C> to select the storage mode;
5) If it comes to the last step, then, press <D>[Record Ad Final Step] to store directly, or, press an off <Swop> button to store in it. To insert or overwrite a step, select a desired position, then, press <B> to overwrite or press <C> to insert a step before the selected one.

8.2 Delete a step

Under the Chase menu, press <Delete> to enter the Delete menu; press a desired <Swop> button to delete a step.

8.3 Step time

Under the Chase menu, press <Time> then press a desired <Swop> button to enter the Time Editing menu. Press <Up> or <Down> to turn the pages; press a soft key to select the options for editing; roll <Wheel Value> to change the values; Press <Enter> to confirm.
The time options include (see the figure on the next page):

[**Wait Fade In**] – The wait time before an HTP channel fading in
[**Wait Fade Out**] –The wait time before an HTP channel fading out
[**Fade In**] –The fade in time of an HTP channel
[**Fade Out**] – The fade out time of an HTP channel
[**LTP Slope**] – The fading time of an LTP channel
[**LTP Wait**] – The wait time before an LTP channel fading
[**Connect**] – If close the connection, then, the scene running will be paused at this step until <Go+> or <Go-> is pressed.
[**Simple Step**] – The global time of using multi-step scene
[**Complex Step**] – The special time for its own

8.4 Include steps

Under the Chase editing menu, press a desired <Swop> button of the step, then, scene data will be imported.

8.5 Global Time

1) Under the first level menu, press <Time>;
2) Then, press a desired scene. Press <Up> or <Down> to turn the pages; press a soft key to select the options for editing; roll <Wheel Value> to change the values; Press <Enter> to confirm.

8.6 Delete a scene

1) Under the first level menu, press <Delete>;
2) Press a desired <Swop> button twice to delete.

8.7 Copy a scene

1) Under the first level menu, press a desired <Swop> button;
2) Press another <Swop> button. Then, the scene in the first button is copied into the second one.

8.8 Run chase

Raise a fader, the corresponding scene on the current page will be output. In the starting menu, press a <Swop> button to output and all other scenes will be closed; Press <Flash>, then, you can flash the fixtures.

8.9 Connect

- When a chase is added to run, it will connect automatically.
- If the current connected chase is not the one that you want to connect, you can press <Connect> then <Swop> to connect.
- If you don't want to connect any chases, then, you can press <Connect> twice to clear all the connections.
- Once the chase are connected, they can be controlled with <Stop>, <Go+> and <Go->. <Go+> and <Go-> are to control the playback direction. To store the running speed, press <Playback Parameters> then <B>[Save Speed & Dir].
- When a new chase is connected, you can use <Wheel A> to control the global speed and <Wheel B> to control the global slope if the current Programmer is empty; But, if the current Programmer is with some data, then, you can press <Connect> then <E>[Change Wh A/B Mode] to switch to the wheel mode, so that you will be able to control the time of the scene. The time under the control of <Wheel A> and <Wheel B> is temporary time; To save the time, press <Playback Parameters> then <B> [Save Speed & Dir]. To restore the previous speed, press <Connect> then <E> to clear the temporary time. One the speed is save, it cannot be restored.

9 Setup

9.1 Manage USB memory

To save and load data.

9.2 Wipe data

To wipe all the data or only the playback data off the controller.

9.3 Select Language

Press <Setup>. The LCD will show "EN/DE/FR". Press the desire soft key by the LCD to select your language.

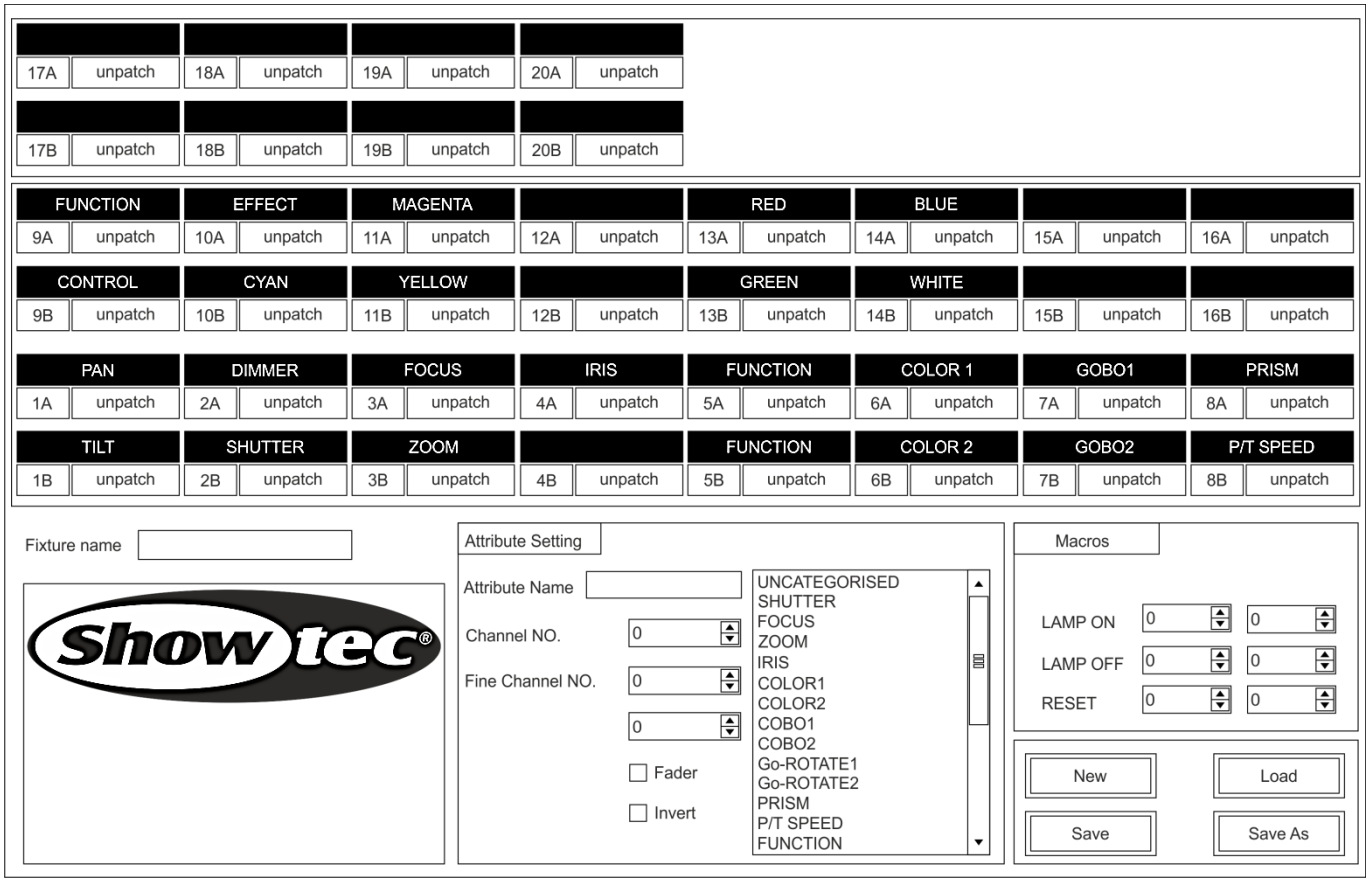
9.4 Manager library

To delete or update the fixture library.

10 Personality Builder

Personality Builder is to create and edit fixture library (Personality). The library file must be placed in the root directory of a USB Memory stick in FAT32 format.

10.1 Interface of Personality Builder



10.2 How to create a new Personality (Library)

1) Select your language.
2) Press [New] to create a new personality or press [load] to load an existing personality.
3) Enter the name of the personality.
4) Select the tags with blue background.
5) Enter the channel value in Attribute Setting column.
6) Select the channel type in the scroll-down menu of Attribute Setting.
7) Change the attribute name as you wish.
8) Enter the fine value in the fine channels, if any.
9) Enter the value for the Locate function.
10) Setup the slope and invert. (Normally, keep it intact.)
11) Repeat Step 4-10 to setup another attribute.
12) Save the personality.

11 Maintenance

The operator has to make sure that safety-relating and machine-technical installations are to be inspected by an expert after every year in the course of an acceptance test.
The operator has to make sure that safety-relating and machine-technical installations are to be inspected by a skilled person once a year.

The following points have to be considered during the inspection:

1) All screws used for installing the device or parts of the device have to be tightly connected and must not be corroded.
2) There may not be any deformations on housings, fixations and installation spots.
3) Mechanically moving parts like axles, eyes and others may not show any traces of wearing.
4) The electric power supply cables must not show any damages or material fatigue.

The Showtec Creator 1024 requires almost no maintenance. However, you should keep the unit clean.

Disconnect the mains power supply, and then wipe the cover with a damp cloth. Do not immerse in liquid. Do not use alcohol or solvents.

Keep connections clean. Disconnect electric power, and then wipe the DMX and audio connections with a damp cloth. Make sure connections are thoroughly dry before linking equipment or supplying electric power.

12 Troubleshooting

12.1 No Light

This troubleshooting guide is meant to help solve simple problems.
If a problem occurs, carry out the steps below in sequence until a solution is found. Once the unit operates properly, do not carry out following steps.
If the Creator 1024 does not operate properly, refer servicing to a technician.
Response: Suspect two potential problem areas: the power supply, the effects.

1) Power supply. Check that the unit is plugged into an appropriate power supply.
2) Return the Creator 1024 to your Showtec dealer.
3) An effect does not respond to the Creator 1024: Check the DMX-address of the fixture and the controller. Make sure they match. Make sure the connections are correct. Check if blackout is off.
4) If all of the above appears to be O.K., plug the unit in again.
5) If nothing happens after 30 seconds, unplug the device.
6) If you are unable to determine the cause of the problem, do not open the Creator 1024, as this may damage the unit and the warranty will become void.
7) Return the device to your Showtec dealer.

12.2 No Response to DMX

Response: Suspect the DMX cable or connectors, a controller malfunction, a light effect DMX card malfunction.

1) Check the DMX setting. Make sure that DMX addresses are correct.
2) Check the DMX cable: Unplug the unit; change the DMX cable; then reconnect to electrical power. Try your DMX control again.
3) Determine whether the controller or light effect is at fault. Does the controller operate properly with other DMX products ? If not, take the controller in for repair. If so, take the DMX cable and the light effect to a qualified technician.

© 2014 Showtec.